

Leo Colón UN team USA Chaffee Cavalry Co. 105 pt

Bulge: American Force

| Support | U.S. | 41 |
|---|-----------------------|---------------------------|
| M7 Priest Artillery Battery | LU121 | 8 |
| 3x M7 Priest (105mm) | 8 | |
| M4 Sherman (Late) Tank Platoon | LU182 | 12 |
| 3x M4 Sherman (late 75mm) | 12 | |
| Hussars Challenger Armoured Troop (British Allied Unit) | LB185 | 21 |
| 3x Challenger (17 pdr) | 21 | |
| M24 Chaffee Cavalry Tank Company | U.S. | 60 |
| M24 Chaffee Cavalry Tank Company | | 8 |
| 2x M24 Chaffee | 8 | |
| Veteran M24 Chaffee Tank Platoon | LU198 | 19 |
| 5x M24 Chaffee (75mm) | 19 | |
| Veteran M24 Chaffee Tank Platoon | LU198 | 19 |
| 5x M24 Chaffee (75mm) | 19 | |
| M8 Greyhound Cavalry Recon Patrol | LU174 | 5 |
| 2x M8 Greyhound (37mm) | | |
| 1x Jeep (MG) (LU107) | | |
| 1x Jeep (60mm) (LU107) | 5 | |
| M8 Greyhound Cavalry Recon Patrol | LU174 | 3 |
| 1x M8 Greyhound (37mm) | | |
| 1x Jeep (MG) (LU107) | | |
| 1x Jeep (60mm) (LU107) | 3 | |
| Veteran M8 Scott Assault Gun Platoon (from CC) | LU170 | 6 |
| 3x M8 Scott (75mm) | 6 | |
| Bulge: American Command Cards | U.S. | 4 |
| Lucky | | 1 |
| Command Card Lucky | 1 | |
| Sherman Crocodile Flame Tank Platoon | | 3 |
| Command Card Sherman Crocodile Flame Tank Platoon | 1 | |
| • Total M4 Sherman (late 75mm) tanks: (3 selected) | | |
| Bulge: American | Unit Count: 11 | Total Points : 105 |

Card List:

Lucky
 M24 Chaffee Cavalry Tank Company
 Sherman Crocodile Flame Tank Platoon
 LB185 Hussars Challenger Armoured Troop
 LU107 Jeep
 LU121 M7 Priest Artillery Battery
 LU170 Veteran M8 Scott Assault Gun Platoon (from CC)
 LU174 M8 Greyhound Cavalry Recon Patrol
 LU182 M4 Sherman (Late) Tank Platoon
 LU184 M4 Jumbo
 LU197 Veteran M24 Chaffee Tank Company HQ
 LU198 Veteran M24 Chaffee Tank Platoon

Pick List:

3 Challenger (17 pdr)
 2 Jeep (60mm)
 2 Jeep (MG)
 2 M24 Chaffee
 10 M24 Chaffee (75mm)
 3 M4 Sherman (late 75mm)
 3 M7 Priest (105mm)
 3 M8 Greyhound (37mm)
 3 M8 Scott (75mm)

LUCKY

There are times in a game of football when all you can do is throw that Hail Mary pass and pray that it comes off. There are times in battle like that too.

Discard this card to re-roll any one die. The second result must be used.

US, Force, Limited

1
POINTS

SHERMAN CROCODILE FLAME TANK PLATOON

The 739th Tank Battalion operates the only four M4 Sherman Crocodiles in the ETO.

This unit can only have 3 or 4 M4 Sherman (late 75mm) tanks. All Tank teams in this Unit have the following characteristics and additional weapon for +1 point per tank.

| MOTIVATION | | SKILL | |
|--------------------------|----------|--------------------|----------|
| CONFIDENT 4+ | 6 | TRAINED 4+ | 6 |
| Flame Tank Counterattack | | Flame Tank Assault | |

| WEAPON | RANGE | ROF HALTED | ROF MOVING | ANTI-TANK | FIRE-POWER |
|-----------------------------------|---------|------------|------------|-----------|------------|
| Sherman Crocodile (Flame-thrower) | 6"/15CM | 6 | 6 | 2 | AUTO |

Notes: Flame-thrower, Forward Firing

Flame Tank: Team cannot Charge into Contact.

Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.

US, Build, Upgrade, Unit (M4 Sherman (late) Tank Platoon), Limited

0
POINTS

M24 CHAFFEE CAVALRY TANK COMPANY



The US Cavalry provided the eyes and ears of the US Army.

Your Force includes one M24 Chaffee Cavalry Tank Company, which is a Formation containing:

- 1 HQ Unit of 2x M24 Chaffee tanks from (LU197) for 8 points.
- 2-3 Veteran M24 Chaffee Tank Platoon (LU198)
- 0-2 M8 Greyhound Cavalry Recon Patrol (LU174), or M5 Stuart Cavalry Recon Patrol (LU231)
- 0-1 Veteran M8 Scott Assault Gun Platoon with 2 to 6 M8 Scott Assault guns from (LU170) for 2 points per tank.

US, Build, Formation, Limited

0
POINTS

JEEP


• UNARMoured TANK • COMPONENT •

MOTIVATION
AS PER UNIT

SKILL
AS PER UNIT



IS HIT ON
AS PER UNIT

SAVE
Unarmoured Tank
4+




| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
|----------|--------------|--------------------|-----------|-------|
| 12"/30CM | 12"/30CM | 20"/50CM | 48"/120CM | 4+ |

| WEAPON | RANGE | ROF | | ANTI-TANK POWER | FIRE NOTES |
|--------------------|----------|-----------|--------|-----------------|-----------------------|
| | | HALTED | MOVING | | |
| Jeep (.50 cal MG) | 20"/50CM | 3 | 2 | 4 | 5+ Self-defence AA |
| Jeep (MG) | 16"/40CM | 3 | 3 | 2 | 6 Self-defence AA |
| Jeep (60mm mortar) | 32"/80CM | ARTILLERY | | 1 | 4+ |

JEEP


JEEP



SPECIAL RULES

Component: Team uses ratings of parent Unit.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Unarmoured: Team cannot Charge into Contact and must Break Off.

U U107

CHALLENGER

• TANK UNIT •

MOTIVATION
CONFIDENT 4+

Protected Ammo
Re-mount
3+

SKILL
TRAINED 4+


IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 6

SIDE & REAR 4

TOP 1



| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
|----------|--------------|--------------------|-----------|-------|
| 12"/30CM | 16"/40CM | 24"/60CM | 28"/70CM | 4+ |

| WEAPON | RANGE | ROF | | ANTI-TANK POWER | FIRE NOTES |
|---------------------|----------|--------|--------|-----------------|-------------|
| | | HALTED | MOVING | | |
| Challenger (17 pdr) | 36"/90CM | 2 | 1 | 15 | 3+ No HE |
| Challenger (MG) | 16"/40CM | 3 | 3 | 2 | 6 |




CHALLENGER

• TANK UNIT •



CHALLENGER
HUSSARS ARMoured TROOP

4x Challenger (17 pdr)
3x Challenger (17 pdr)

28 POINTS

21 POINTS

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

B B185



M8 SCOTT

VETERAN ASSAULT GUN PLATOON



MOTIVATION

CONFIDENT 4+

SP Gun
Counterattack

6

SKILL

TRAINED 4+

SP Gun
Assault

6

Yankee Ingenuity
Tactics

3+



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 3

SIDE & REAR 3

TOP 0

TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

24"/60CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M8 Scott (75mm)
or Direct Fire

64"/160CM

ARTILLERY

2

4+

Smoke Bombardment

20"/50CM

2

1

6

3+

Smoke

M8 Scott (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

NOTES

ANTI-TANK POWER

FIRE

ROF

MOVING

HALTED

ARTILLERY

1

1

9

2+

4

5+

Self-defence AA

Notes

Forward Firing, Smoke Bombardment

Brutal, Forward Firing, Slow Firing, Smoke

Self-defence AA

3+

20"/50CM

ROAD DASH

18"/45CM

CROSS COUNTRY DASH

12"/30CM

TERRAIN DASH

10"/25CM

TACTICAL

3+

CROSS



M7 PRIEST

ARTILLERY BATTERY



• TANK UNIT • TIME ON TARGET •

MOTIVATION

CONFIDENT 4+

SP Gun
Counterattack

6

SKILL

VETERAN 3+

SP Gun
Assault

6



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 3

SIDE & REAR 1

TOP 0

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M7 Priest (105mm)
or Direct Fire

72"/180CM

ARTILLERY

3

3+

Forward Firing, Smoke Bombardment

24"/60CM

1

1

9

2+

Brutal, Forward Firing, Slow Firing, Smoke

M7 Priest (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

NOTES

Forward Firing, Smoke Bombardment

Brutal, Forward Firing, Slow Firing, Smoke

Self-defence AA

3+

20"/50CM



M8 SCOTT

VETERAN ASSAULT GUN PLATOON



VETERAN M8 SCOTT ASSAULT GUN PLATOON

3x M8 Scott (75mm)

2x M8 Scott (75mm)

6 POINTS

4 POINTS

SPECIAL RULES

Self-defence AA: Weapon can fire at Aircraft with ROF 1.

Smoke Bombardment: Once per game can fire a Smoke Bombardment.

Smoke: Can Shoot Smoke ammunition.



M7 PRIEST

ARTILLERY BATTERY



M7 PRIEST ARTILLERY BATTERY

6x M7 Priest (105mm)

3x M7 Priest (105mm)

16 POINTS

8 POINTS

SPECIAL RULES

Brutal: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

Forward Firing: Weapon can only hit targets fully in front of the Team.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Slow Firing: +1 To Hit for Moving ROF.

Smoke Bombardment: Once per game can fire a Smoke Bombardment.

Smoke: Can Shoot Smoke ammunition.

Time On Target: If Ranged In on the first attempt, Infantry Teams and Gun Teams re-roll Saves.

U121

U170



M4 SHERMAN (LATE)



M4 SHERMAN (LATE)



MOTIVATION

CONFIDENT 4+

Blood 'n' Guts
Last Stand
Protected Ammo
Remount **3+**

SKILL

TRAINED 4+



• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 7

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (late)

28"/70CM

2

2

10

3+

Smoke, Stabiliser

NOTES

3+

M4 Sherman (late)

36"/90CM

2

2

12

3+

No HE, Stabiliser

M4 Sherman (late)

20"/50CM

3

2

4

5+

Self-defence AA

M4 Sherman (late)(MGs)

16"/40CM

2

2

2

2

6



M4 SHERMAN (LATE) TANK PLATOON

5x M4 Sherman (late 75mm) **20 POINTS**

4x M4 Sherman (late 75mm) **16 POINTS**

3x M4 Sherman (late 75mm) **12 POINTS**

M4 EASY EIGHT (76MM) OPTION

• Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (U183) for +2 points each.

M4 SHERMAN (LATE 76MM) OPTION

• Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each.

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke: Can Shoot Smoke ammunition.

Stabiliser: +1 To Hit for Moving ROF.

JUMBO OPTION

• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (U184) for +2 points, or M4 Jumbo (76mm) (U184) for +3 points.

U182



M8 GREYHOUND



M8 GREYHOUND



MOTIVATION

CONFIDENT 4+

Counterattack
Scout **6**
Last Stand
Scout **5+**

SKILL

VETERAN 3+

Scout Assault
4+



• TANK UNIT • OBSERVER • SCOUT •

• SPEARHEAD •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 2

SIDE & REAR 1

TOP 0

TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

40"/100CM

CROSS

4+

WEAPON

M8 (37mm)

24"/60CM

2

1

7

4+

Overworked

M8 (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA



M8 GREYHOUND CAVALRY RECON PATROL

2x M8 Greyhound (37mm)

1x Jeep (60mm mortar) (U107)

1x Jeep (MG) (U107)

1x M8 Greyhound (37mm)

1x Jeep (60mm mortar) (U107)

1x Jeep (MG) (U107)

5 POINTS

3 POINTS

SPECIAL RULES

Observer: Unit Leader can Spot for any friendly Artillery Unit.

Overworked: +1 To Hit for Moving ROF.

Scout: Team can remain Gone to Ground while moving.

Self-defence AA: Weapon can fire at Aircraft with ROF 1.

Spearhead: Unit can move before the game to expand the Deployment Area.

U174



M24 CHAFFEE

VETERAN TANK COMPANY HQ



MOTIVATION

CONFIDENT 4+
Protected Ammo
Remount 3+

SKILL

TRAINED 4+
Yankee Ingenuity
Tactics 3+

• TANK FORMATION •



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 4
SIDE & REAR 3
TOP 1

TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M24 Chaffee (75mm)

M24 Chaffee (.50 cal MG)

M24 Chaffee (MGs)

RANGE

28"/70CM

20"/50CM

16"/40CM

HALTED

2

3

2

MOVING

2

2

2

ANTI-TANK

10

4

2

FIRE-POWER

3+

5+

6

NOTES

Smoke, Stabiliser

Self-defence AA



M24 CHAFFEE

VETERAN TANK COMPANY HQ



M24 CHAFFEE
VETERAN TANK COMPANY HQ

2x M24 Chaffee (75mm)

8 POINTS

SPECIAL RULES

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke: Can Shoot Smoke ammunition. **Stabiliser:** +1 To Hit for Moving ROF.



BULGE
M24 CHAFFEE
VETERAN TANK COMPANY

FORMATION CONTAINS:

- 1 Veteran M24 Chaffee Tank Company HQ (U197)
- 1-2 Veteran M24 Chaffee Tank Platoon (U198)
- 0-1 Veteran M24 Chaffee Tank Platoon (U198) *or* Veteran M4 Sherman (late) Tank Platoon (U190)
- 0-1 Veteran M8 Scott Assault Gun Platoon (U170) *or* Veteran M4 Sherman (late) Assault Gun Platoon (U191)
- 0-1 Veteran Armoured 81mm Mortar Platoon (U171)

U197



M4 JUMBO

TANK



MOTIVATION

CONFIDENT 4+
Blood 'n' Guts
Last Stand 3+
Protected Ammo
Remount 3+

SKILL

TRAINED 4+

• TANK •



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 11
SIDE & REAR 8
TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

4+

WEAPON

M4 Jumbo (75mm)

M4 Jumbo (76mm)

M4 Jumbo (.50 cal AA MG)

M4 Jumbo (MGs)

RANGE

28"/70CM

36"/90CM

20"/50CM

16"/40CM

HALTED

2

2

3

2

MOVING

2

2

2

ANTI-TANK

10

12

4

2

FIRE-POWER

3+

3+

5+

6

NOTES

Smoke, Stabiliser

No HE, Stabiliser

Self-defence AA



M4 JUMBO

TANK



M4 JUMBO

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke: Can Shoot Smoke ammunition. **Stabiliser:** +1 To Hit for Moving ROF.

U184



M24 CHAFFEE

VETERAN TANK PLATOON



MOTIVATION

CONFIDENT 4+

Protected Ammo
Remount

3+

SKILL

TRAINED 4+

Yankee Ingenuity
Tactics

3+



• TANK UNIT •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 4

SLIDE & REAR 3

TOP 1

TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M24 Chaffee (75mm)

M24 Chaffee (.50 cal MG)

M24 Chaffee (MGs)

RANGE

28"/70CM

20"/50CM

16"/40CM

HALTED

2

3

2

MOVING

2

2

2

ANTI-TANK

10

4

2

FIRE POWER

3+

5+

6

NOTES

Smoke, Stabiliser

Self-defence AA



M24 CHAFFEE

VETERAN TANK PLATOON



M24 CHAFFEE
VETERAN TANK PLATOON

5x M24 Chaffee (75mm)

4x M24 Chaffee (75mm)

3x M24 Chaffee (75mm)

19 POINTS

15 POINTS

12 POINTS

SPECIAL RULES

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke: Can Shoot Smoke ammunition.

Stabiliser: +1 To Hit for Moving ROF.

U198